

EVENT 1. FLY CASTING FOR ACCURACY

1. Each team will enter three men who will not compete in Fly Casting for Distance or Plug Casting for Accuracy.
2. Each entrant will have three casts at the targets four feet in diameter placed at distances of 30, 40, and 50 feet.
3. Each entrant will have a total of nine casts.
4. The scoring will be 3 points for the first cast, 2 points for the second cast, and 1 point for the third cast at each distance. The team score will be the total of the points won by three entrants. The fly must be adjudged to have hit the target to earn the above points.
5. If the fly touches the ground in front of the caster, the touch will be counted as a cast; if the fly touches the ground behind the caster no penalty will be assessed.
6. Each entrant must reel in his line after each cast.

EVENT 11. FLY CASTING FOR DISTANCE

1. Each team will enter three men who will not compete in Fly Casting for Accuracy or Plug Casting for Distance.
2. Each entrant will have as many casts for distance as he can make in three minutes. The longest cast will count.
3. The team score will be the sum of the three entrants' longest casts.
4. A white fly furnished by the committee will be used in this event.
5. The event will start when the entrant is ready to begin casting.
6. If the fly touches the ground in front of the contestant, the touch will be counted as a cast and the contestant will be required to reel in and begin again; if the fly touches the ground behind the contestant, the same rule will apply.

EVENT 111. BAIT CASTING FOR ACCURACY

1. Each team will enter three men who will not compete in Bait Casting for Distance or Fly Casting for Accuracy.
2. Each entrant will have three casts at targets four feet in diameter placed at 40, 50, and 60 feet.
3. Each entrant will have a total of nine casts.
4. The first cast will count three points, the second 2 points, and third one point, provided, in each instance the target is hit.
5. The team score will be the total of the points won by three entrants.

EVENT IV. BAIT CASTING FOR DISTANCE

1. Each team will enter three men who will not compete in the Bait Casting for Accuracy or Fly Casting for Distance.
2. Each entrant will have three casts for distance, the longest of which will be counted.
3. The team score will be the sum of the entrants' longest casts.

EVENT V. FELLING FOR ACCURACY

1. Each team will enter two axemen, who will not compete in the Firebuilding or Birling.
2. Chopping alternately, but not together, the entrants will fell a Scotch pine, approximately 12 inches at the butt, to hit a stake placed at their discretion, but at least twelve feet from the tree.
3. Number one man will make the undercut, number two man the back or felling cut.
4. Five minutes will be allowed to notch and fell the tree. The judge will call off the minutes and the last ten seconds.
5. Distance from the stake will be measured from the point of impact as determined by the judge.
6. The tree must be allowed to fall freely. Attempts to guide the tree by pushing with either axe or hand will result in disqualification.
7. A penalty will be assessed for over-running the five minute time limit.
8. Each team hitting the stake within the time limit will be awarded 100 points each.

EVENT VI. FIRE BUILDING

1. Each team will enter two men who will not compete in the Birling or Felling for Accuracy.
2. Wood for this event will be furnished by the judges prior to the event.
3. Two wooden matches will be allotted to each contestant. If he is unable to start the fire with the two matches, he will be disqualified. Use of paper will be omitted.
4. The fire will be laid under a #10 tin can suspended a foot above the ground.
5. Four cups of water with a soapy mixture will be used. At the starting signal the fire will be lit and stimulated by blowing or fanning until the fire is underway. The fire will be continued until the soap is boiling over the edge of the can, so there is a hissing sound produced and a damping effect on the fire.
6. A judge will determine when the time shall be called to signal the completion of the event.

EVENT VII. CROSSCUT SAWING

1. Each team will enter three two-man Crosscut Saw Teams.
2. Each saw team will cut 2 complete disks from the butt end of a White pine log placed on a long sawhorse.
3. The log may be secured with a rope or may be steadied by not more than two team members.

4. Only one crosscut saw may be used in this event.
5. Teams may use no lubricants on the saw or cut after the start of the event.
6. Timing of the event will run from the starting gun until the sixth complete disk hits the ground.
7. In case of a partial disk, another complete cut must be made.

EVENT VIII. BUCKSAWING

1. Each team enter its six men.
2. Six cuts, not less than 14 inches apart, will be made in the remaining portion of the pine log used in the Crosscut Sawing event.
3. The six cuts will be measured from the butt end of the log.
4. The marking of the saw cuts and the manner of securing the log will be determined by the team captains.
5. No man can make two cuts in this event.
6. Timing of this event will run from the starting gun until the sixth block hits the ground.

EVENT IX SPLITTING

1. Each team will enter three men who will not participate in the Speed Chopping event.
2. Each contestant will half split two 4" bolts of white birch. These will be provided for this event.
3. Each half split must run the full length of the bolt and it must at least separate an 8 inch woody portion of the circumference of the bolt.
4. Failure to half split a bolt will result in disqualification ; failure to produce half splits conforming to the minimum requirements will result in a penalty.
5. The contestant aided by his teammates must decide if he should take the chance of a penalty in the event, the half split is questionable.
6. Two inadequate splits may be taken as a half split. If taken together they must satisfy the minimum requirements.
7. Timing of the event will run from the starting gun until the third man of each team has made his last split.

EVENT X. SPEED CHOPPING

1. Each team will enter the three men who did not compete in the Splitting event.
2. Each competitor will chop through an 8 inch pine log firmly secured by pegs.
3. The log will be the one used in the Felling event.
4. Team captains will see that the log is properly secured.
5. The second man may not begin his cut until the first man is completely through. Similarly, the third man may not begin until the second is finished.
6. Timing of the event will run from the starting gun until the third man has completed his cut.

EVENT XI. LOG ROLLING

1. Each team will enter six men in this event.
2. The log will be 12 feet long and 15 to 18 inches at the butt.

3. The log must be rolled, from behind a set of stakes 14 feet apart, a distance of 40 feet, through another set of stakes 14 feet apart.
4. The log must be rolled by two men with peavys, or "cant dogs".
5. Timing for this event will run from the starting gun until the third roll has been completed by the team.
6. No team will practice on the log beforehand.

EVENT XII. PACK BOARD RACE

1. Each team will enter six men in this event.
2. The race will be in the form of a relay, each man running a hundred yards.
3. Three men of each team will be posted opposite the remaining three at a distance of 100 yards.
4. At the gun, the first man will place a 50- pound bag of sand on a blanket which has been lying spread flat on the ground, wrap the sand bag in the blanket, and lash the whole to the packboard. The rope used for lashing will remain coiled on the ground until the starting gun. There must be no knots or loops in the coiled rope.
5. With the sandbag wrapped and secured on the packboard, the first man will race 100yards to transfer the load to one of the waiting men.
6. In making the transfer, the two contestants may not have their hands simultaneously upon the packboard. The packboard must be grounded and picked off the ground by the man who will run the next leg of the race.
7. The packboard may be supported with the hands, but at no time may the load itself be supported with the hands.
8. If the load slips its lashings to dangle or swing excessively the runner must stop to rebind the load. The decision to rebind will lie with the contestant.
9. Timing of the event will run from the starter's gun until the sixth man has crossed the finish line with the complete pack and packboard on his back.

EVENT XIII. ONE MAN PORTAGE RACE

1. Each team will enter two men.
2. The race will start with the canoe butted against the dock with the man aboard. A packboard will be stowed in the bottom of the canoe. It is to be worn on the portage. At the sound of the gun, the man will paddle to Point (see map) to the beginning of the portage. When the portage is reached, the man will put the packboard on, stow his paddle, pick the canoe out of the water, portage along the marked trail, lower the canoe into the water, stow the packboard, and paddle to the finish line.
3. Number two man will do likewise in his turn.
4. The use of two paddles is optional, but yokes may not be used.
5. The team time for this event will be the sum of the two individual times.

EVENT XIV. ONE MAN CANOE RACE WITH OBSTACLES

1. Each team will enter the two men who will compete in the One Man Portage Race.
2. Each contestant will race from the starting line, through the various gates and spin buoys and return to the starting line.
3. The team time will be the sum of the two individual times.

EVENT XV. TWO MAN RACE WITH OBSTACLES

1. Each team will enter the two men who did not race in the One Man Canoe Race With Obstacles.
2. The race will proceed from the starting line through various gates and spin buoys and return to the starting line.
3. The team time will be the sum of the two individual times.

NOTE

In the canoe events, two 12 foot aluminum canoes will be used and opposing team members will be pitted against each other. Lots will be drawn to determine order and matching of opponents.

EVENT XVI. BIRLING

1. Each team will enter two men who will not have competed in the Felling and Fire Building events.
2. Two contests will be run simultaneously on logs with bark.
3. After a fall has been committed on each log, the winner will shift over to the other log. The loser will remain on the same log to compete against the winner of the other log.
4. A "fall" is when any part of the contestant's body, above the knee hits the water.
5. The time will start when the two contestants are in balance on the log and it has been turned loose. The clock will stop when the first man "falls". The winner will be the contestant with the least combined time in each brace of contests.
6. The overall winner shall be the contestant who requires the least amount of time to "fall" his opponents.
7. Sneakers are the required footwear and long pants are advised.
8. No bodily contact between contestants is allowed. No poles or other means of stabilizing a contestant on the log will be permitted.

The Rules Committee

REVISIONS TO INTERCOLLEGIATE WOODSMEN'S WEEK-END RULES

GENERAL RULES

1. SCORING-There are several contemplated changes in scoring procedure. Inequalities exist in the FELLING FOR ACCURACY events. The new scoring procedure will be discussed at the first Captains' Meeting, at which time penalties to be levied for each event will be introduced for approval.

2. PENALTIES AND DISQUALIFICATIONS

- 2) An unbiased BOARD of EQUITY has been set up to handle the afore mentioned "challenge", in the event the captains are unable to agree on a settlement.

3. LIMITATIONS AS REGARD TO PERSONNEL AND EQUIPMENT

- 5-a) Fly rods may not be over 9 feet.
6-a) Bait casting rods may not be longer than 6 Feet.

DESCRIPTION OF EVENTS

EVENT II. FLY CASTING FOR DISTANCE

- 3) The team score will be the sum of each of the three entrants longest cast.

EVENT IV. BAIT CASTING FOR DISTANCE

- 3) The team score will be the sum of each of the entrants longest cast.

EVENT V. FELLING FOR ACCURACY

- 2) Changed from 12 to 15 feet, trees extend 20 feet above ground.

EVENT VI. FIRE BUILDING

- 5) only: ***** so there is a hissing sound and etc.

EVENT VII. CROSSCUT JAWING

- 20 Substitute Scotch pine for White pine.

EVENT VIII. BUCKSAWING

- 2) Six cuts, not less than 14" apart or more than 20 " apart, will be made-----

EVENT IX. SPLITTING

- 3) At least separate on 6" woody portion of the circumference of the bolt for the entire length. All wood will be split with an axe, preferably a single bit, not to exceed 4 1/2 pounds including handle.

EVENT XI. SPLITTED CHOPPING

- 2) -----secured by pegs only.

EVENT XII. LOG ROLLING

- 4) Each man must have a peavy in his possession at all times.
7) Penalties will be assessed for knocking, nudging, or rolling over the set stakes.

EVENT XIV. ONE MAN CANOE RACE WITH OBSTACLES

- 1) Each team will enter two men, who did not race in the other two canoeing events.

EVENT XV. TWO MAN CANOE RACE WITH OBSTACLES

- 1) Each team will enter two men, who did not race in the ONE MAN CANOE RACE WITH OBSTACLES or the ONE MAN PORTAGE RACE.

EVENT XVI. BIRLING

- 6) Four contestants from different teams will start the event. Each of the contestants must birl until he has either won twice or lost twice.

14-16 foot white pine logs will be used for birling, Dia. about 16".

NOTE FOR CANOISTS:

Double bladed paddles are not allowed in any of the canoeing events.

Respectfully submitted

Herwin Stevens
Chairman of Rules.